1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

From main category point, theater category has more successful campaign and journalism canceled.

Music category has most successful ratio.

In theater category, Plays sub category has highest number of successful campaigns.

Live projects are only in Jan, Feb and Mar months and May has highest number of successful campaigns.

1. What are some limitations of this dataset?

There is not enough data for canceled project. For example, there is canceled project which goal=pledge but still canceled.

1. What are some other possible tables and/or graphs that we could create?

Graph for category and sub categories according to pledge over status of the campaign.

**Bonus homework**

1. Use your data to determine whether the mean or the median summarizes the data more meaningfully.

Median provides measure of the center of data. Since median and mean are so much different in value, it means the number of backers is not distributed normally. For successful campaigns, number of campaigns less than 64 backers is more than other campaigns.

For successful campaigns, number of campaigns less than 4 backers is more than other campaigns.

1. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

There is more variability with successful campaigns since the variance and standard deviation has so much difference. A large variance indicates that numbers in the set are far from the mean and far from each other. A low standard deviation indicates that the values tend to be close to the mean (also called the expected value) of the set, while a high standard deviation indicates that the values are spread out over a wider range.

a large standard deviation isn’t necessarily a bad thing; it just reflects a large amount of variation in the group that is being studied